IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A computer-readable data storage medium recording a video game program for controlling a battle between at least one player character and at least one enemy character on a screen, the program causing the computer to:

calculate data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

compare the data calculated for each character; [and]

determine an action sequence for the characters according to a result of the comparison; and

display on the screen the player characters and enemy characters along an axis indicating the sequence of action.

2. (Original) The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to an action the player character is to perform.

3. (Original) The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current moment in the game.

4. (Original) The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

5. (Canceled)

6. (Canceled)

7. (Currently Amended) The computer-readable data storage medium as described in claim 1 ~~6~~ wherein, when the action sequence is displayed on the screen, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined number of turns after the currently displayed action ~~the N-th turn therefrom~~ can be changed in response to a player command to display the action sequence of actions after ~~an n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

8. (Currently Amended) The computer-readable data storage medium as described in claim 1 ~~5~~, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along ~~an~~ the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

9. (Currently Amended) The computer-readable data storage medium as described in claim 7, wherein when changing the displayed action sequence, a ~~control~~ controller part name indicating a direction of change is ~~placed~~ displayed to match the direction of change.

10. (Currently Amended) The computer-readable data storage medium as described in claim 1 ~~5~~, wherein when the determined action sequence is displayed, a first marker is displayed at a next action opportunity of the character in the current action, and a second marker is displayed at a next action opportunity of the enemy character being attacked by the player character.

11 - 17. (Canceled)

18. (Currently Amended) A video game processing method for controlling a battle between at least one player character and at least one enemy character on a screen, the video game processing method comprising:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; ~~and~~

determining an action sequence for the characters according to a result of the comparison; and

displaying the action sequence, from the character in the current action to the character acting a number of turns after the current character, in a specific window on the screen.

19. (Original) The video game processing method as described in claim 18, wherein the specific information includes information preset according to an action the player character is to perform.

20. (Original) The video game processing method as described in claim 18, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

21. (Original) The video game processing method as described in claims 18, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

22. (Canceled)

23. (Canceled)

24. (Currently Amended) The video game processing method as described in claim 18 ~~23~~, wherein, ~~reporting~~ displaying the action sequence further comprises changing, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined number of turns after the currently displayed action ~~the N-th turn therefrom~~ in response to a player command to display the action sequence of actions after ~~an~~

~~n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

25. (Currently Amended) A video game processing apparatus comprising:

a storage that stores a video game program controlling a battle between at least one player character and at least one enemy character on a screen;

a computer for running a program read from the storage; and

a display device disposed as an output for the computer; and

characterized by the computer running the program and executing:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; ~~and~~

determining an action sequence for the characters according to a result of the comparison; and

displaying the action sequence, from the character in the current action to the character acting a number of turns after the current character, in a specific window on the display device.

26. (Original) The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to an action the player character is to perform.

27. (Original) The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

28. (Original) The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

29. (Canceled)

30. (Canceled)

31. (Currently Amended) The video game processing apparatus as described in claim 25 ~~30~~, wherein, when the action sequence is displayed ~~reported~~, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined number of turns after the currently displayed action ~~the N-th turn therefrom~~ can be changed in response to a player command to display the action sequence of actions after ~~an n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

32. (Currently Amended) A computer-readable data storage medium recording a video game program enabling a plurality of players to participate over a network and controlling a battle between a plurality of player characters each controlled by a player and at least one enemy character, the program causing the computer to execute:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; ~~and~~

determining an action sequence for the characters according to a result of the comparison; and

displaying the action sequence, from the character in the current action to the character acting a number of turns after the current character, in a specific window on a screen.

33. (Original) The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to an action each of the player characters is to perform.

34. (Original) The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

35. (Original) The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

36. (Original) The computer-readable data storage medium as described in claim 32, further recording a program for reporting on a screen to each of the players the determined action sequence of the characters.

37. (Canceled)

38. (Currently Amended) The computer-readable data storage medium as described in claim 32 ~~37~~, wherein, when the action sequence is displayed on the screen, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined number of turns after the currently displayed action ~~the N-th turn therefrom~~ can be changed in response to commands from the players to display the action sequence of actions after ~~an n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

39 - 45. (Canceled)

46. (Currently Amended) A video game processing method enabling a plurality of players to participate over a network and controlling a battle between the plurality of player characters each controlled by a player and at least one enemy character, the program causing the computer to execute:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; ~~and~~

determining an action sequence for the characters according to a result of the comparison; and

displaying the action sequence, from the character in the current action to the character acting a number of turns after the current character, in a specific window on a screen.

47. (Original) The video game processing method as described in claim 46, wherein the specific information includes information preset according to an action each of the player characters is to perform.

48. (Original) The video game processing method as described in claim 46, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

49. (Original) The video game processing method as described in claim 46, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

50. (Canceled)

51. (Canceled)

52. (Currently Amended) The video game processing method as described in claim 46 ~~51~~, wherein, the displaying further comprises changing, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined number of turns after the currently displayed action ~~the N-th turn therefrom~~ in response to commands from the players to display the action sequence of actions after ~~an n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

53. (Currently Amended) A video game processing apparatus comprising:

a storage that stores a video game program enabling a plurality of players to participate over a network and controlling a battle between the plurality of player characters each controlled by a player and at least one enemy character;

a computer for running a program read from the storage; and

a display device disposed as an output for the computer; and

characterized by the computer running the program and executing:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison; and

displaying the action sequence, from the character in the current action to the character acting a number of turns after the current character, in a specific window on the display screen.

54. (Original) The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to an action each of the player characters is to perform.

55. (Original) The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

56. (Original) The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

57. (Canceled)

58. (Canceled)

59. (Currently Amended) The video game processing apparatus as described in claim 53 ~~58~~, wherein, when the action sequence is displayed on screen, the action sequence from the character appearing in the action currently displayed to the character acting a predetermined

number of turns after the currently displayed action ~~the N-th turn therefrom~~ can be changed in response to commands from the players to display the action sequence of actions after ~~an n-th~~ a turn selected by a player to the predetermined number of turns after the selected ~~a specific (n+N)~~ turn ~~therefrom~~.

60. (New) The video game processing method as described in claim 18, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

61. (New) The video game processing apparatus as described in claim 25, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

62. (New) The computer-readable data storage medium as described in claim 32, wherein when the action sequence is displayed on the screen the player characters and enemy

characters are placed along the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

63. (New) The video game processing method as described in claim 46, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

64. (New) The apparatus as described in claim 53, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along the axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.